YEAH YEAH
BEEBLAST
INSTRUCTION MANUAL

A SPECIAL MESSAGE FROM JOHN RIGGS

How're ya feelin'?

Seriously, thank you so much for checking out this homebrew project. I'm such a big fan of video game homebrews that I'm ectstatic to present this fun game. What started out as a quick email to a friend asking about a project he worked on earlier quickly became a collaboration effort with a few of my extremely talented friends.

I would've never though in a million years, growing up with a hardcore passing for gaming, being the 6th of 7 kids in a house with only one TV -- it's a dream come true to have my own game. Hopefully it won't be the last.

John Riggs

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WHAT IS *YEAH YEAH BEEBISS II*?

Once upon a time, in the back of video game magazines, they would run ads to buy back your old games. One of the games featured was a game called Yeah Yeah Beebiss I. What was it? Perhaps the long lost sequel to a game that was never released? Maybe a Famicom game that was lost in translation as they couldn't quite make out what the game was called in Japan so they took their best guess?

Nobody knows for sure. It's what's known as ***Lost Media***. We may never know.

This game is the sequel to that legend. The myth lasted so long that it finally got its own sequel. We may never know what happened to Yeah Yeah Beebiss I exactly but at least we do have this game to show for it.

CONTROLS

START: Starts and Pauses game

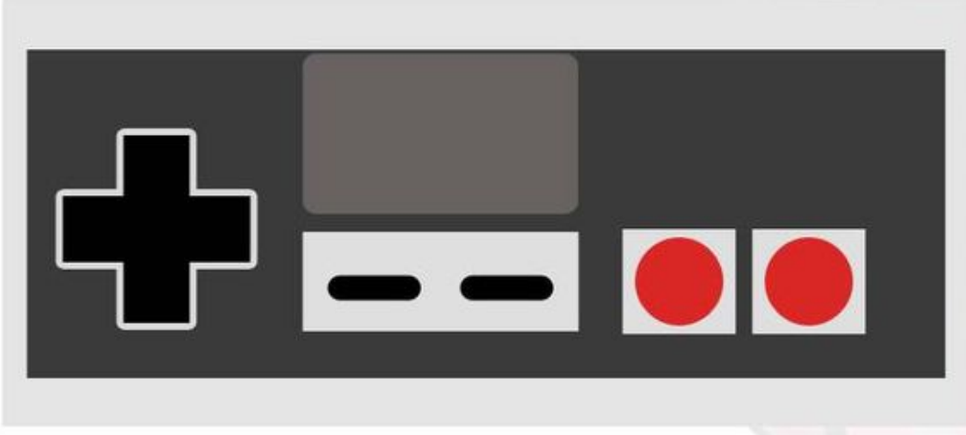
SELECT: Selects between options on title screen

D-Pad: Moves players left and right.

TAP B: Attack foes.

HOLD B: Continuous stream of attack

A: Jump



PLAYERS

Haoran

zaps with lightning

Li jing

sucks life force

ITEMS

COIN: Grab this coin when it pops up to score 100 extra points. Not too shabby!

+15 SEC: Adds 15 seconds to your timer. You're definitely going to need this!

CLOCK: When you grab this, all enemies, and your timer, freeze for a few seconds.

INVINCIBILITY POTION: Makes you immune to enemy attacks and spikes!

HEART: Adds an extra hit point to your pow meter. These can be rare so watch for them.

ENEMIES

Death Mask

paces back and forth and sometimes contain items

Dragon

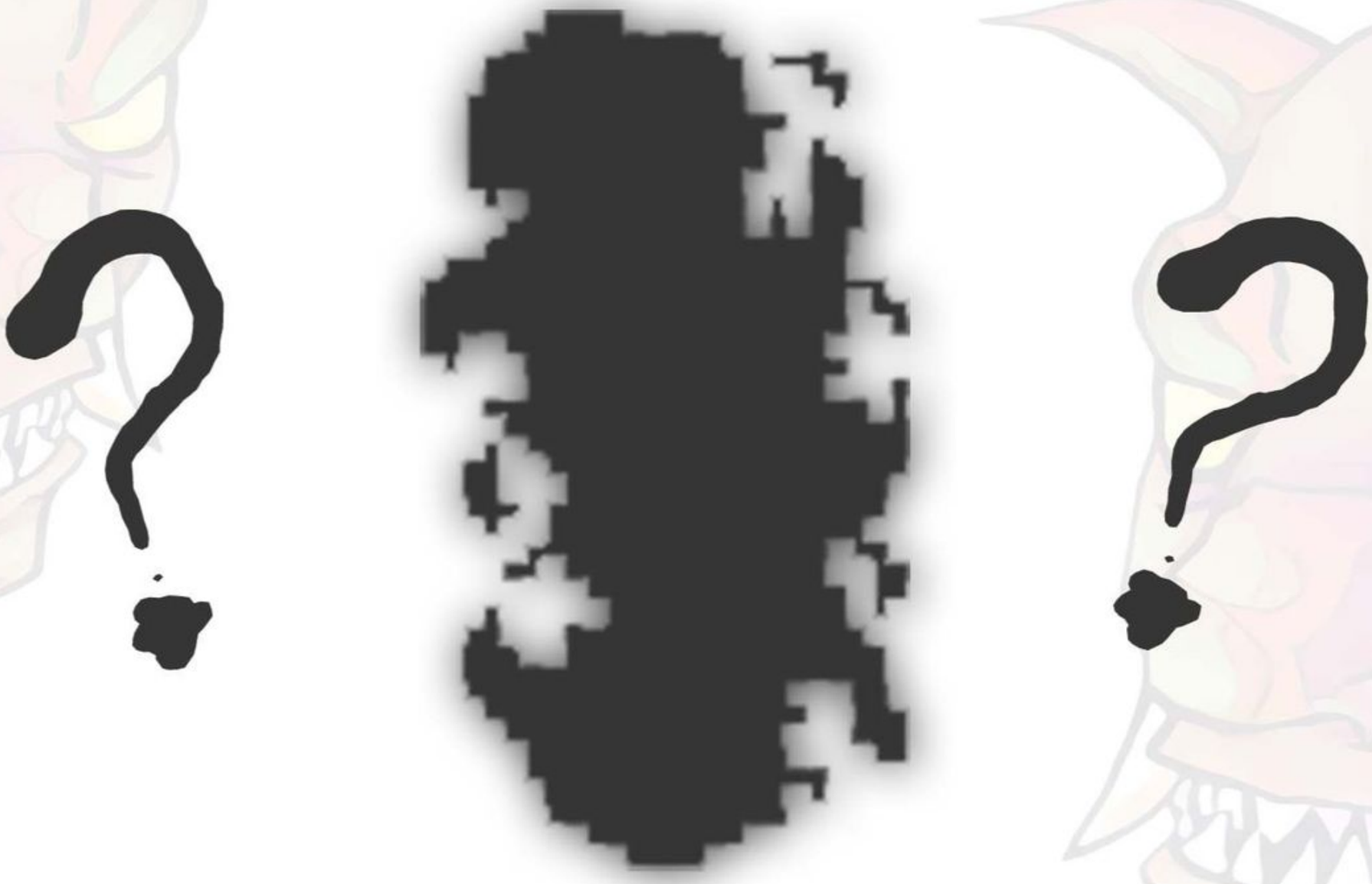
love to attack you with its long tail

Floating Eye

You can't kill it but you can stun it for 3 seconds

WATCH OUT FOR SPIKES!

BOSS



CODING / GRAPHICS BY MEGA CAT STUDIOS

Mega Cat Studios is an independent video game development studio with a global team. At their core, they are passionate game developers and artists who seek to create meaningful experiences through their games and services.

They are all gamers, collectors and enthusiasts first. They love creating games. From retro cartridges to PC & current generation consoles, they want to make games that are accessible and enjoyable for every gamer.

Check out their other games!
megacatstudios.com/

@MegaCatStudios

MEGA CAT STUDIOS

MUSIC BY CHIPS ‘N CELLOS

Chips 'N Cellos is a brothers & wife trio who composes original 8-bit chiptunes, sometimes with a twist-- accompanying classical cello arrangements! We’re inspired by the great NES soundtracks of yesteryear and the modern day communities whose members have written epic original compositions of their own.
e’re happy to participate in this realm!

You can listen to the entire soundtrack this this game as well as other compositions on their YouTube channel.

youtube.com/c/ChipsNCellos

@ChipsNCellos

BOX / LABEL ART BY YOSHI VU

Yoshi Vu has worked with some of the greats from movies and film including Mandalorian and Star Wars: Episode IX to video games like Call of Duty: Black Ops 3, Destiny 2: Forsaken, League of Legends Odyssey and more. He, along with help from Jay Echols, came up with the amazing art you see on the box, label and in the instruction manual. Thank you!

This MMA and submission grappling instructor served our nation in the United States Marine Corps. Thank you for your serivce.

If you have a project that needs hand drawn, realism or even 3D art, he's your man! See examples at artificialempire.com/ @VuYoshi

ADDITIONAL GRAPHICS / PR BY JOHN RIGGS

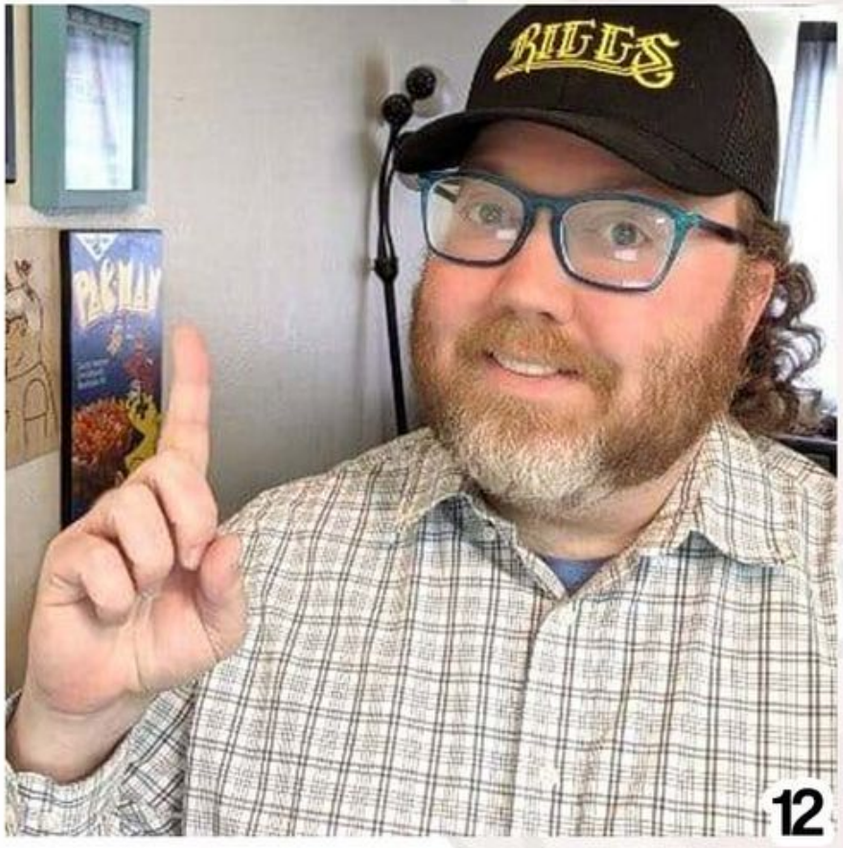
John Riggs has been doing pixel art since he first got his Etch-a-Sketch Animator 2000 back in 1987. Never did he think it would lead to editing graphics in NES games 3 decades later.

John Riggs has always been a fan of homebrew projects -- especially those for the Nintendo Entertainment System. With a homebrew to call his own to promote and edit as needed.

If you'd like to see how to edit NES games or change colors and text, tutorial videos are available on his YouTube.

youtube.com/johnriggs

@johnblueriggs

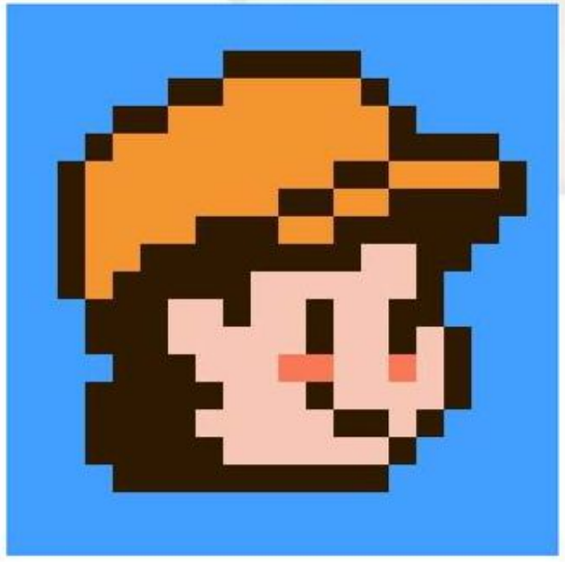


ADDITIONAL CODING BY BIT INK STUDIOS

Bit Ink Studios (Mario Azevedo) is a Game Designer, Technical Artist and Coder living in Rio de Janeiro, Brazil. He started working with game development professionally in 2004.

In 2016 I decided it was time to test the waters in a solo venture!

BIT INK STUDIOS is the name under which he's going to be developing games from now on. His first solo project was the Super Pitfall mod, but you can expect brand new pixel art games to come in the near future.



Follow his blog for updates!

nesrocks.com
@bitinkstudios

COMING SOON

RONIN'S Tale
Nintendo
SELECT START

16-BIT MEGA
LETHAL WEDDING
INSTRUCTION MANUAL

16-BIT MEGA
CHANT
INSTRUCTION MANUAL

ZPF
A NEW
SEGA
MEGA DRIVE + GENESIS
16-BIT

RIGGS
RIGG'D
GAMES
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